

TECHNOXIAN

WORLD ROBOTICS CHAMPIONSHIP
EGYPT



Scratch Game Developer

The Scratch Game Developer Challenge is an exciting, challenge-based competition that pushes kids creators to think on their feet and bring their game ideas to life. Participants will face a series of progressively complex challenges, each designed to test their creativity, problem-solving skills, and technical expertise. Whether you're new to game development or an experienced Scratch user, this competition provides a unique opportunity to tackle real-time challenges and create captivating games under time constraints. Join us for an adventure where every challenge brings you one step closer to becoming a Scratch Game Developer champion.



Objectives

- 1** Inspire young participants to explore and develop their game design skills through creative and technical challenges.
- 2** Encourage creativity and innovation in game development.
- 3** Enhance problem-solving abilities by tackling progressively complex tasks.
- 4** Promote teamwork and collaboration among participants.
- 5** Improve technical skills in Scratch programming.
- 6** Enable participants to create engaging and innovative games under time constraints.

Who can apply..?

We encourage you to apply if you meet our eligibility criteria and other requirements.

Age Group

Junior division (6 -9 years)

Senior division (10-12 years)

Team Composition

Team members should be at maximum 3 members guided by a Coach.

Participants may also choose to enter **individually**



Competition Rules

1- Rounds:

- The competition consists of three rounds, each becoming progressively more challenging.
- Each round lasts **one hour**, with a 15-minute briefing period before the round to explain the challenge and answer participants' questions.

2- Software:

- The permitted software for this category is Scratch 3.
- Internet access is not allowed during the rounds.

3- Collaboration:

- Unauthorized collaboration with non-team members is strictly prohibited and may result in disqualification.

4- Evaluation:

- Judges will manually review the code created by each team after the round is completed. It will be evaluated based on specific judging criteria.
- Teams will explain their work to the judges after each round.

Topics Covered

Junior

- Sprites and Backdrop
- Motions blocks
- Looks and sounds blocks
- Event Handling
- Control Structures (Loops & Conditional statements)
- Basic operators
- Sensing
- Variables



Topics Covered

Senior

This category includes all topics covered in the Junior Category, with additional advanced topics:

- Nested conditionals for layered logic
- Broadcasting and Messaging
- Basic use of lists to store and manipulate data.
- Cloning
- Custom Blocks (My blocks)
- Pen Extension
- Text to Speech Extension



Judging Criteria

The judges will meet with the team to review their programming work, and points will be awarded based on the following criteria

Criteria	Description	Points
Mission Achievement	Evaluates if the script meets all the requirements of the challenge, providing the expected outcomes and functionalities.	30
Accuracy and Implementation	Assesses whether the game or solution provides accurate results as intended and follows the implementation guidelines.	20
Logical Flow	Reviews if the script follows a clear, logical sequence to achieve the intended results.	10
Code complexity and quality	Evaluate how well the coding blocks are organized and how efficiently they work together to achieve the desired outcome. Judges will look for clear and structured code that is easy to follow and understand	10
Judging and Code Explanation	Evaluates the team's ability to explain how each block is used in the script and its purpose.	20
Bonus Features	Checks if the team has added extra features or enhancements beyond the basic requirements of the challenge.	10

Contact Us



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